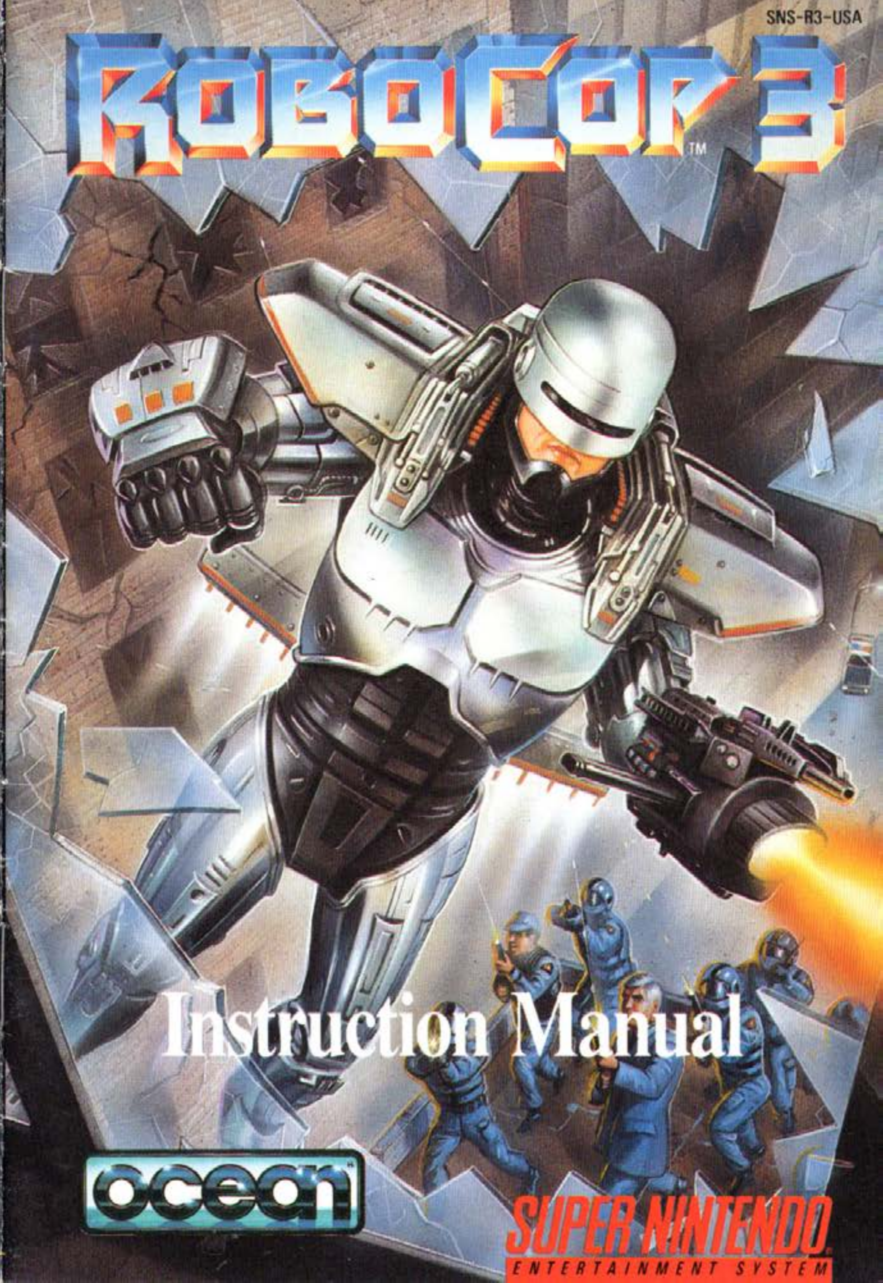
Ocean of America, Inc.

1855 O'Toole Avenue, Suite D-102
San Jose, California 95131

Printed in Japan



Thank you for purchasing ROBOCOP 3 from Ocean of America for your Super Nintendo Entertainment System. For maximum enjoyment, please read this Instruction Manual thoroughly before playing.

WARNING:

PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

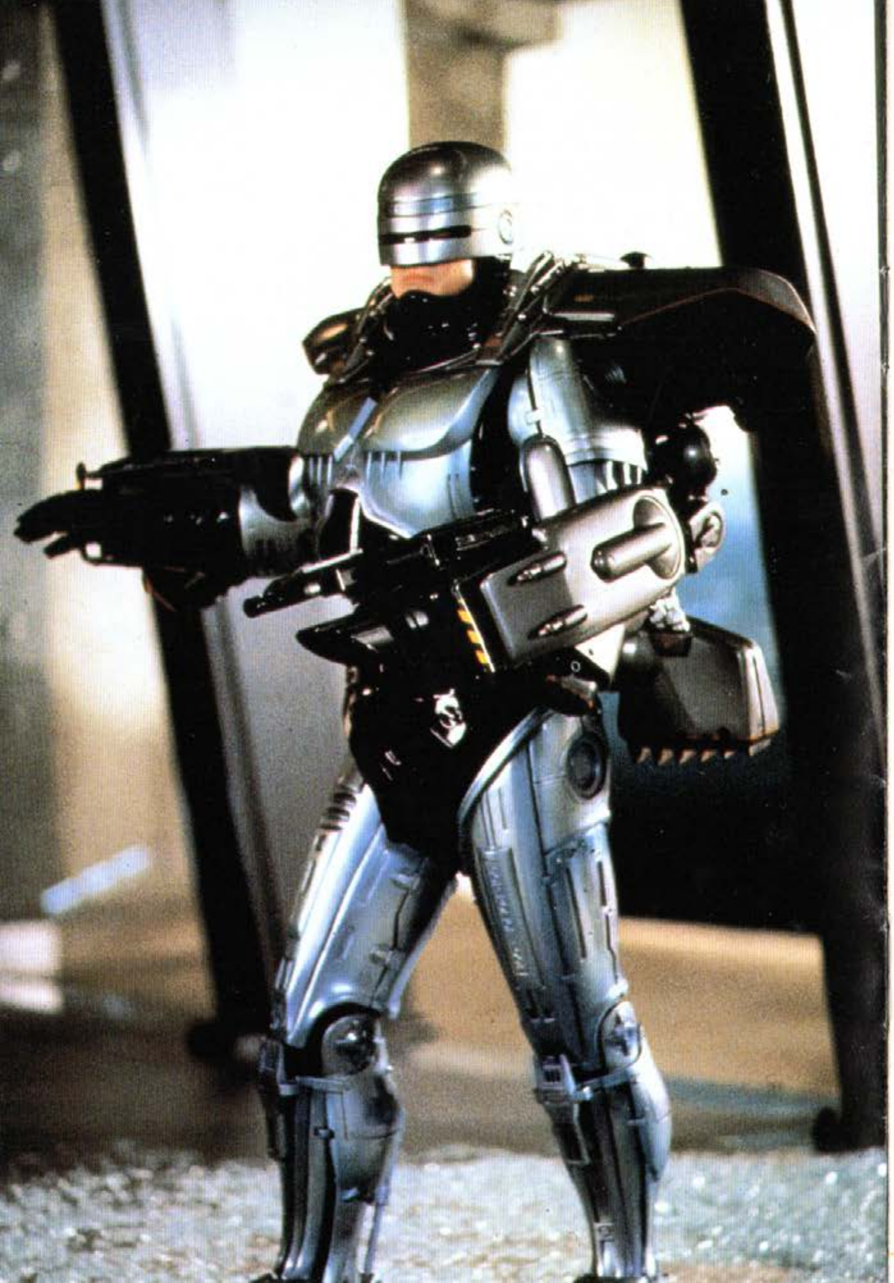
Official Nintendo Seal of Quality ®

LICENSED BY

Nintendo®

CONTENTS

ROBOCOP 3™





ROBOCOP™ Goes Renegade!

OCP is sending in Rehab Officers to clear the streets of Old Detroit, making way for the construction of Delta City. When ROBOCOP sees helpless families forced out of their homes as the bulldozers move in, he joins the resistance movement to battle the Rehabs!

Armed with a new multi-weapon arm attachment containing a large-bore cannon and a smart bomb, plus a gyropack for airborne assault capability, ROBOCOP faces a battalion of ED-209s, tanks, heavy artillery and a new adversary, OTOMO. The odds seem impossible, but remember–you're ROBOCOP!

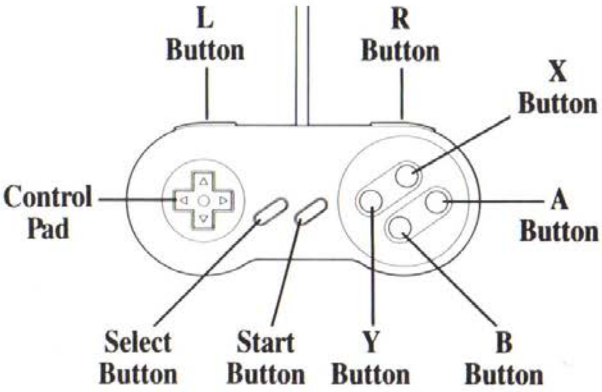
SETTING UP

Insert the Game Pak into the Super Nintendo Entertainment System and turn the POWER switch ON. After the Title Screen is displayed, you will be presented with an Option Screen. You may select the following on the screen:

Music ON/OFF
Sound Effects ON/OFF
Audio STEREO/MONO

To make your selections, use UP and DOWN on your Control Pad, and press SELECT to use your option. Press START to begin.

YOUR CONTROLS



Walking

CONTROL PAD LEFT: Moves ROBOCOP left.

CONTROL PAD RIGHT: Moves ROBOCOP right.

CONTROL PAD DOWN: Makes ROBOCOP duck.

SELECT or L or R BUTTONS: Selects ROBOCOP's weapons.

START: Toggles Pause on/off.

Y BUTTON: Makes ROBOCOP fire straight ahead.

Y BUTTON + CONTROL PAD UP: Makes ROBOCOP fire diagonally.

B BUTTON: Makes ROBOCOP jump.

A BUTTON: Makes ROBOCOP punch.

X BUTTON: Makes ROBOCOP shoot upwards.

Flying

CONTROL PAD LEFT: Moves ROBOCOP left.

CONTROL PAD RIGHT: Moves ROBOCOP right.

CONTROL PAD UP: Moves ROBOCOP forward.

CONTROL PAD DOWN: Moves ROBOCOP backward.

BUTTON Y: Fire bullets.

BUTTON X: Fire missiles.

START BUTTON: Toggle pause on/off.



STATUS PANEL



During the walking sections, the Status Panel displays the following.

Energy

This is represented by an Energy Bar, which decreases when ROBOCOP is hit by enemy fire, and can be increased by picking up Energy Pods.

Lives

ROBOCOP starts the game with three lives, indicated by three ROBOCOP heads in the top left-hand corner of the screen.

Score

Points are awarded each time ROBOCOP destroys an enemy, and an extra life is awarded at every 100,000 points. Bonus points are awarded for remaining ammunition at the end of each level.

Weapons

Weapons are shown as icons at the bottom of the screen as follows:

3 Bullets – Single shot.
3 ➔ – 3-way shot.
Laser – Laser gun.
Missile – Missile launcher.

Each icon is highlighted in orange when selected. In the top right-hand corner of the screen, a bullet counter is displayed for each weapon selected.

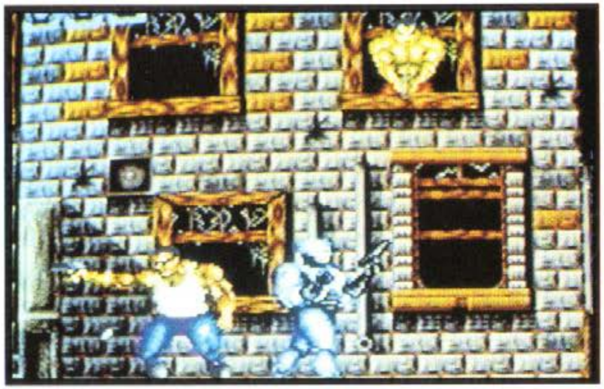
Time Remaining

This is displayed at the top of the screen in the center. A warning beep will be given when you are down to your last 30 seconds, after which ROBOCOP will lose a life.

After losing all ROBOCOP's lives, you will be given the option to continue. Press START and you will be given five continues.

PLAYING THE GAME

You control ROBOCOP through the streets of Detroit, battling against the evil Splatterpunks by shooting at them with the various weapons which may be collected along the way.



On the streets of downtown Detroit, ROBOCOP dons a powerful jetpack and flies along avoiding the shells from the heavily-armored tanks he has set out to destroy. Not only must he contend with this, but also the airborne Rehabilitation Cops (known as Rehabs), who are trying to vanquish their mechanical foe.

RoboCop makes his way towards an abandoned church, which has been taken over by Rehabs. They have been employed by OCP to remove any civilians resisting eviction, and to combat the rebels by evil means. RoboCop must confront the Rehabs to protect the innocent. He must then make his escape through the crumbling sewers, and face the deadly Ninja Robot, Otomo. Beware – the route to the sewers is blocked, and RoboCop must find a means of entry!

RoboCop once again dons his jetpack and flies along the streets of Cadillac Heights, avoiding deadly missiles and assailants blocking his way.

With the fuel in the jetpack running low, RoboCop descends towards the OCP tower to rescue his friends Nikko and Marie Lazarus. On entering the building, he encounters not one, but two Ninja Robots guarding his friends. Having defeated them, a chain reaction is initiated, causing explosions which destroy most of the building.



PICK-UPS

There are several icons which may be collected to assist RoboCop in his mission.

E	Increases RoboCop's energy.
P	New weapon.
3 bullets	Extra ammunition.
+	5,000 points bonus.
F	Extra fuel for jetpack.

HI-SCORE

If you have attained a high enough score, you will be able to enter your name in the Hi-Score table. Press the Control Pad left or right to choose the appropriate letter, then press any other button to implement it.

PLAYING TIPS

- Duck while shooting enemies to avoid excessive damage.
- Remember that special weapons don't last forever; only use them when you need them.
- You can punch the enemies to save ammunition.
- Choose the best weapon for the task that faces you.



LIMITED WARRANTY

Ocean of America, Inc. warrants to the original purchaser of this Ocean software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Ocean software program is sold "as is," without express or implied warranty of any kind, and Ocean is not liable for any losses or damages of any kind resulting from use of this program. Ocean agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Ocean software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Ocean software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE OCEAN. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAYS PERIOD DESCRIBED ABOVE. IN NO EVENT WILL OCEAN BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS OCEAN SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Ocean of America, Inc. 1855 O'Toole Ave., Suite D-102,
San Jose, CA 95131. (408) 954-0201.